

**Listing and Amendments to the Claims**

This listing of claims will replace the claims that were published in the PCT Application:

1. (currently amended) Method for coding a presentation description of audio signals, comprising:
  - generating a parametric description of a sound source including information which allows spatialization in a 2D coordinate system;
  - linking the parametric description of said sound source with the audio signals of said sound source;
  - ~~characterized by comprising~~
    - adding an additional 1D value to said parametric description which allows in a 2D visual context a spatialization of said sound source in a 3D domain.
2. (original) Method according to claim 1, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source.
3. (currently amended) Method according to claim 1 ~~or~~ 2, wherein said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to said screen plane.
4. (original) Method according to claim 3, wherein a transformation of said 2D coordinate system values to said 3 dimensional positions enables the movement of a graphical object in the screen plane to be mapped to a movement of an audio object in the depth perpendicular to said screen plane.

5. (currently amended) Method for decoding a presentation description of audio signals, comprising:
  - receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system;
  - ~~characterized by comprising~~
    - separating an additional 1D value from said parametric description; and
    - spatializing in a 2D visual context said sound source in a 3D domain using said additional 1D value.
6. (original) Method according to claim 5, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 3D spatialization of a sound source.
7. (currently amended) Method according to claim 5 ~~or 6~~, wherein said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to said screen plane.
8. (original) Method according to claim 7, wherein a transformation of said 2D coordinate system values to said 3 dimensional positions enables the movement of a graphical object in the screen plane to be mapped to a movement of an audio object in the depth perpendicular to said screen plane.
9. (currently amended) Apparatus for performing a method according to ~~any of the preceding claims~~ claim 1.